

reference - other commands

This part of the reference describes COMMANDs other than for object creation and modification. Namely:

info:  - COMMAND **measure**.

view:    - COMMANDs for navigating in windows.

completion:    - COMMANDs for printing and transformations

 **measure**

When entering POINTS, the line length and area of the closed polyline are displayed. Use the RESET function to restart the measurement.

 **pan**

Shifts the DRAWING position in VIEW. Just enter two POINTS.

This command is also executed as a drag-drop using LB.

 **zoom by box**

This tool allows you to zoom using a rectangle. Simply enter two POINTs that define a rectangle and it will zoom in.

More practical is zooming by spinning the MB wheel.

 **view fit**

Enter POINT and the display will zoom and shift to the content of the active file.

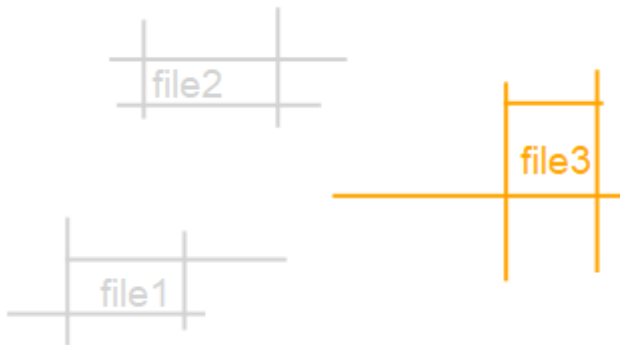


move active file

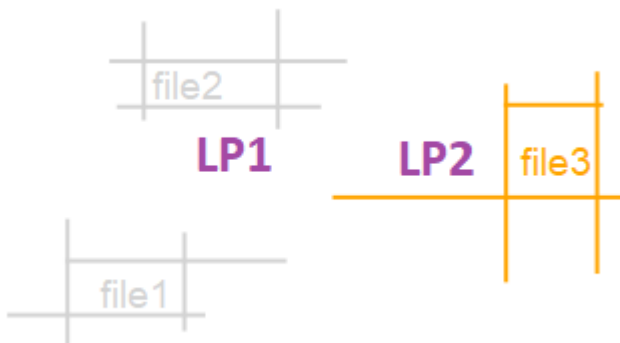
The next sections of the reference describe how to open multiple files and one of them is active - that is the file you are drawing to. The following figure shows an example where three files are open and one of them is active.

[a][close] file1.t2d	[down]	offset: 0,0 scale: 1
[a][close] file2.t2d	[up][down]	offset: 0,0 scale: 1
file3.t2d	[up]	offset: 0,0 scale: 1

Each file has some content placed in it so that it can be easily identified. Active files are displayed in natural colors, inactive ones are grayed out.



Activate COMMAND **move active file** and enter two POINTS in the drawing, as it is shown in the following picture.



Use the third POINT to confirm. The final effect will look like this:

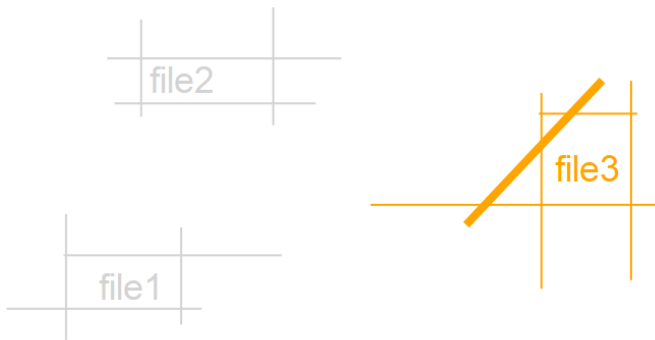


There is a shift of one drawing compared to the others. Originally all drawings had an identical coordinate system. Now the coordinate system of one drawing is shifted. This is not a change of the coordinates of individual objects, but a change of the position of the entire drawing.

Now we'll make an experiment. Let's draw another object.



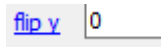
Close the files and open them again.



We can see that our displacement was not saved anywhere in the drawing and besides the new entity was correctly saved in the drawing.



offset	
scale	1
rotate	0
flip.x	0

 - in addition to moving, you can then scale, rotate and mirror along x and y. Unlike moving, the corresponding values are entered numerically. The rotation is in degrees, clockwise. The mirroring is given by 0/1. All transformation types can be combined freely.

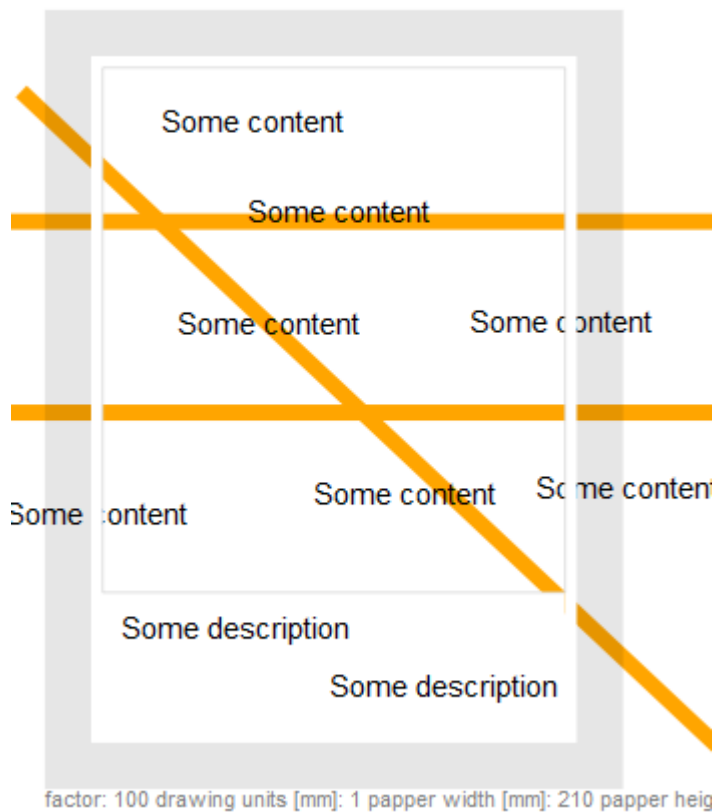
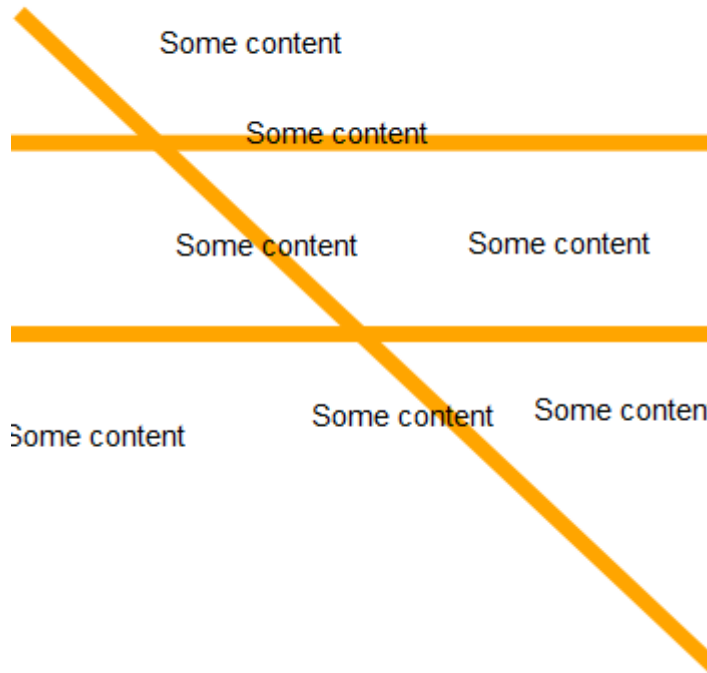
With the help of references it is possible to freely combine and transform different plots to achieve the appropriate composition.



draw papper

This COMMAND only works correctly if your working units are millimeters. If not, use COMMAND **print** directly with the “quick print” setting.

This COMMAND is used to store a paper object in the drawing. What the use of this object means is shown in the following two figures:



Paper is an object with defined size, scale and other properties important for printing. It also has a mask on the sides and in the lower part that overlays the objects at the edge and in the lower part of the plot. The lower, enlarged mask is designed to accommodate the labels. When using paper, it depends on the order of the objects in the plot.

The drawing itself is at the bottom (first entered), then there is the paper and only then the legend. This procedure is suitable only in really necessary cases. Typically, several reference drawings with a drawing and a legend will be used and the main drawing will contain only the paper entity. The order of the reference drawings, which can be changed, will ensure that the correct drawing order is achieved and that everything is drawn in the correct order. In addition, you can transform the reference drawings as needed.

scale: [1:50] [1:100] [1:200] [1:500] [1:1000] 50 - set the scale of the final drawing here.

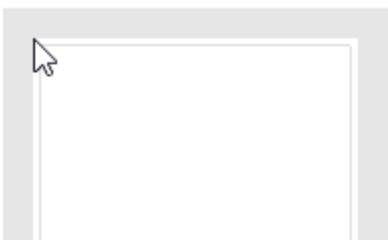
drawing unit in [mm]: 304.8 - if the drawing is in units other than mm, enter the size of this unit in mm here. For example, if you are working in feet, enter 304.8 here.

paper width/height [mm]: 210 297 - enter paper width and height in mm. For instance for A4 210 and 297.

[mask](#) [maskless](#) - you can switch there in maskless state. The following images illustrates the mask and maskless state.



The paper is stored in drawing using LP click. The point which defines it is right-top corner. So if you want manipulate the paper (move, delete), you must identify the paper at right-top corner.



Pomoci tohoto command muzete prevest vykres do formatu *.png s potrebnymi parametry, ktere muzete pote vytisknout.

[using quick print](#) [using papper object](#) - jsou zde dva mody pro tisk. V prvim tiskneme podle zadanych parametru, v druhem podle objektu **papper**, ktery predtim musime vlozit do obrazku.

Rezim papir je mozne pouzit jen pokud je vykres kresleny v milimetrech. Jinak musite pouzit tisk pomoci parametru. Postacuje jen potvrdit kliknutim jednoho LP.

Vysledek tisku najdete v podadresari print adresare, kde je ulozen aktualni vykres. Pri dalsim tisku tento soubor prepisete.

Pokud pouzijete volbu tisku podle parametru, nejdrive musite parametry nastavit.

image size: - enter paper dimensions in mm. For example, for A4 210 and 297.

scale: - enter here the scale of the plot.

ppm: - number of pixels per 1000 mm of the paper.

pixels to mm: - number of pixels per symbolic unit. Symbolic units (line widths, symbol sizes, etc.) should be oversized using this parameter. For proportional printing, leave the value at 1/1000 ppm.

drawing unit in [mm]: - enter 10 if you are working in cm etc..

Now let's assume this setting

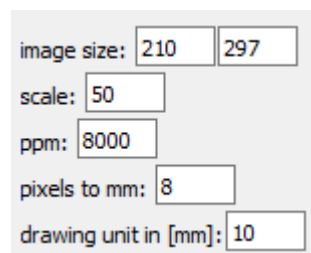
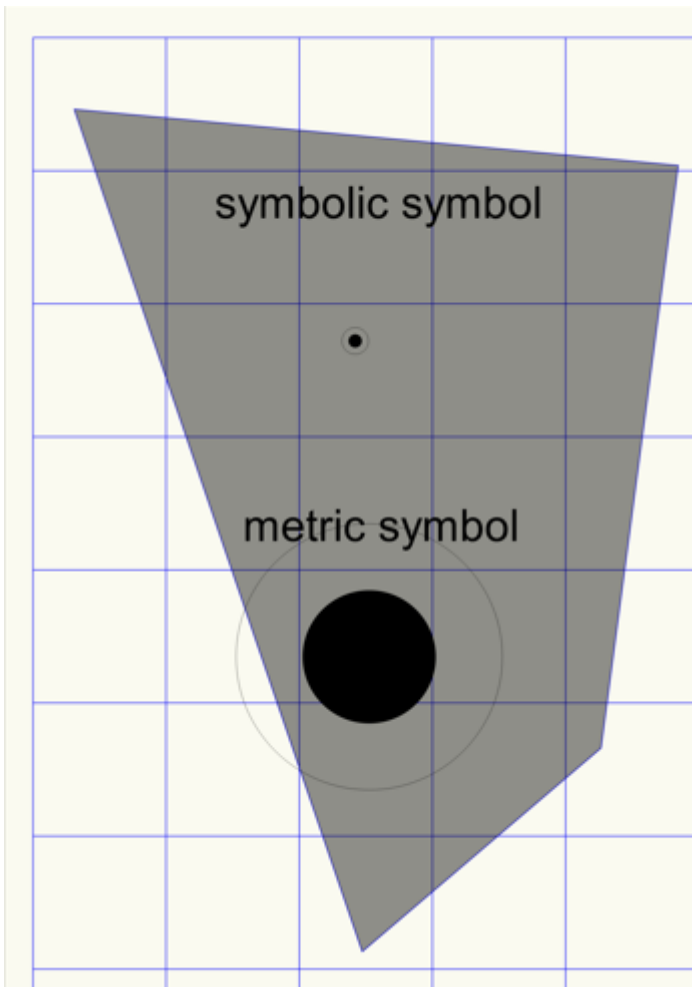


image size:
scale:
ppm:
pixels to mm:
drawing unit in [mm]:

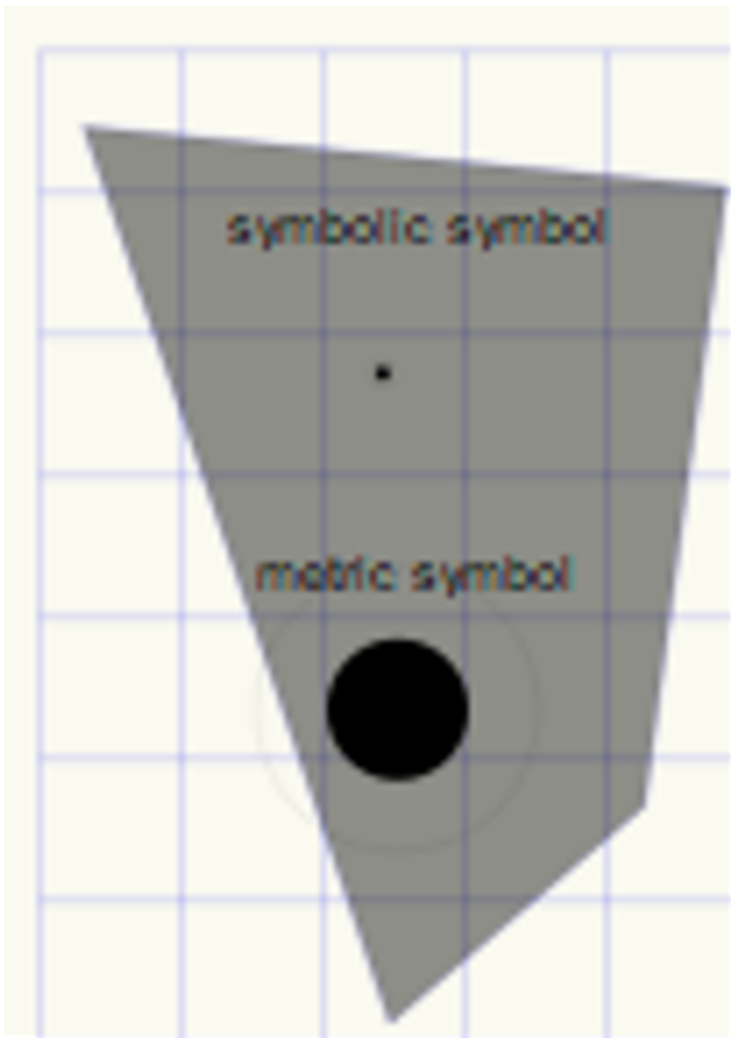
The 200 cm image is then printed as follows:



But if we change the setting as follows

ppm:
pixels to mm:

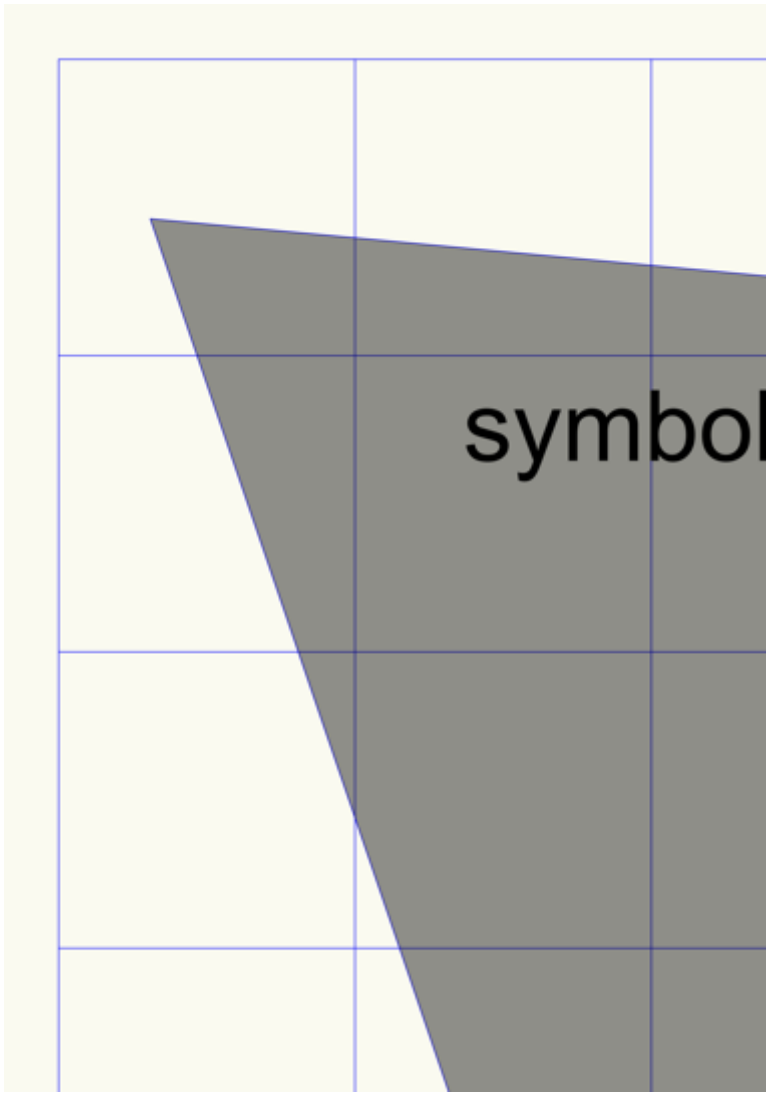
The printing is changed as follows. So it will be at a smaller resolution. You'll notice that we're keeping the 1:1000 ratio:



If we change the scale from the original setting:

scale:

The printing is changed as follows:



If we use half paper:

image size:

We get this output. It is actually the original drawing, but with a smaller crop.

